

Amendments to the Claims:

Please cancel claims 3 and 8. Please amend claims 1, 6, 9, 11, 13-15 and 17-20 and add new claims 21-22 as shown in the claim listing below. All pending and withdrawn claims are listed below. This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A method of playing a wagering game comprising:
 - accepting a player wager;
 - allowing a player to cause two or more dice to be rolled a first time;
 - allowing the player to either hold or discard each of the rolled dice;
 - allowing the player to cause the discarded dice to be rolled at least one time; and
 - resolving said wager based on a sum of the held and re-rolled dice, said wager being dependent upon a pre-established range of low dice sums and high dice sums.
2. (original) The method of claim 1 further comprising advancing said player to one or more bonus rounds in response to the two or more dice each having identical values after a final roll.
3. (cancelled)
4. (original) The method of claim 2 further comprising the player selecting one of multiple pay tables corresponding to playing the bonus rounds wherein the pay tables are each based on differing levels of risk and differing payouts.
5. (original) The method of claim 1 further comprising advancing a player to one or more progressive jackpot rounds in response to pre-established dice outcomes.
6. (currently amended) A method of playing a wagering game comprising:

accepting a player wager;
allowing a player to cause five six-sided dice to be rolled a first time;
allowing the player to either hold or discard each of the five rolled dice;
allowing the player to cause the discarded dice to be rolled at least one time; and
resolving said wager dependent upon a pre-established range of low dice sums and high dice sums ~~sum of the five dice~~.

7. (original) The method of claim 6 further comprising advancing said player to one or more bonus rounds in response to the two or more dice each having identical values after a final roll.

8. (cancelled)

9. (currently amended) The method of ~~claim 8 wherein~~ claim 6 wherein the range of low dice sums correspond to a range of 5 through 12, inclusive, and the range of high dice sums correspond to a range of 23 through 30, inclusive.

10. (original) The method of claim 7 further comprising the player selecting one of multiple pay tables corresponding to playing the bonus rounds wherein the pay tables each include different payouts related to varying levels of reward.

11. (currently amended) The method of claim 10 wherein the pay tables comprise a include ~~rewards for~~ conservative, aggressive and high-risk ~~[[play]]~~ version.

12. (original) The method of claim 6 further comprising advancing a player to one or more progressive jackpot rounds in response to pre-established dice outcomes.

13. (currently amended) A wagering game comprising:
a gaming table for rolling dice, said table having a gaming layout;
multiple dice; and

a wagering area depicted on said layout wherein players may place wagers, said wagers being dependent upon a pre-established range of low dice sums and high dice sums based on a sum of the dice subsequent to a pre-established number of rolls wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again.

14. (currently amended) The wagering game of claim 13 wherein five six-sided dice are rolled and the range of winning low dice sums are sums is 5 through 12, inclusive, and the range of winning high dice sums are sums is 23 through 30, inclusive.

15. (currently amended) An electronic gaming machine comprising:

a machine processor;

a player interface;

a display in communication with said processor, said display for displaying processor produced simulated rolls of two or more dice; and

means for accepting a wager, said wager being dependent upon a pre-established range of low dice sums and high dice sums [[sum]] of the two or more dice subsequent to a pre-established number of rolls of the two or more dice wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again.

16. (original) The gaming machine of claim 15 wherein the display employs touchscreen technology.

17. (currently amended) A method of playing a wagering game comprising:

accepting a player wager;

permitting the player to roll two or more dice one or more times;

permitting the player to hold any number of the rolled dice after each roll and permitting the player to re-roll the dice not held; and

resolving said player wager according to a pay table setting forth payouts corresponding to a pre-established range of low dice sums and high dice sums [[sum]] of

the two or more dice after a final roll.

18. (currently amended) The method of claim 17 wherein five six-sided dice are rolled and the range of winning low dice sums include 5 through 12, inclusive, and the range of winning high dice sums include 23 through 30, inclusive.

19. (currently amended) A computer network, including a plurality of terminals in communication with one or more central computers, for facilitating play of a wagering game comprising;

a wagering game program stored on the one or more central computers;

a terminal having a display for displaying processor produced simulated rolls of two or more dice, said terminal further having a player interface for a player to play said wagering game; and

wager accepting means, said wager being dependent upon a pre-established range of low dice sums and high dice sums $[[sum]]$ of the two or more dice subsequent to a pre-established number of rolls of the two or more dice wherein after each roll a player may select which dice to hold and discard such that only discarded dice may be rolled again.

20. (currently amended) A method of playing a wagering game comprising:

accepting a player wager on two or more dice groups;

allowing a player to cause five six-sided dice from a first dice group to be rolled a first time;

allowing the player to either hold or discard each of the five rolled dice from the first dice group;

placing in each dice group the dice values held in the first dice group such that each dice group has the same held dice values after the first roll of the first dice group;

allowing the player to cause the non-held dice of each dice group to be rolled; and

resolving said wager on each dice group dependent upon a sum of the five dice in each dice group.

21. (new) A method of playing a wagering game comprising:

- providing multiple pay tables comprising different payouts and different numbers of winning outcomes, each said pay table having one or more common winning outcomes;
- allowing a player to select one of said multiple pay tables;
- accepting a player wager;
- allowing a player to cause two or more dice to be rolled a first time;
- allowing the player to either hold or discard each of the rolled dice;
- allowing the player to cause the discarded dice to be rolled at least one time; and
- resolving said wager based on a sum of the held and re-rolled dice.

22. (new) The method of claim 21 wherein said multiple pay tables comprise at least conservative, aggressive and high risk version.